Grimm World

The Encyclopedia

Character, Bags and Encounters

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Title & Skills
2
Martha
The Barmaid
1
5
66
a
b
1
c
2
d
2
e
6
f
7
Alignment
Good Listener
3
You pay 3 less to resolve a rumor card ( ).
Lunge
4
2
+2
+1
0 a
1 b
1 c
2 d
1 e
2 f
1 g
0 h
1 i
4 j
0 k
4 l
-Quests and 2 -Quests
8

The Character Card

1. Character: This is the name, job, and picture of the character.

2. Character Data: The key data of the character:
a. Place of birth; **b.** Gender; number of slots for armor (**c**), the hands (**d**) and accessories (**e**);
f. Critical Hits

3. Exploration Ability: The character can use this ability during the Exploration Phase of the game.

4. Combat Skills: Some Action Cards have a star symbol ( ). When you play an Action Card, the corresponding action or reaction on the Character Card is performed.

5. Status Values: a. Dexterity; **b.** Knowledge;
c. Charisma; **d.** Action; **e.** Reaction;
f. Regeneration; **g.** Range; **h.** Attack;
i. Damage; **j.** Dodge; **k.** Armor; **l.** Constitution
Items, Status Upgrades and Conditions are also placed to the right below the Character Card.

6. Titles & Skills: All titles and skills received are placed above the Character Card.

7. Alignment: One of the two Alignment Cards is placed to the left below the Character Card and shows the character's alignment and morale.

8. Quests: The main quests ( ) and quests from the notice board ( ) are placed below the Character Card. You can have any number of active main quests, but only a maximum of 2 quests from the notice board.

A B05 Village

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♦ **1-4 | The Sausage:** *A cheerful sausage comes running towards you on the street.*
♦ **If you want to take it:** *The sausage resists, but you stuff it into your pocket.*
● Receive 1 and 1 (-1).

♦ **5-6 | Sick Blacksmith:** *You see a 'Closed today' sign on the door.*
● You cannot visit the Blacksmith in the next Landscape Encounter.

♦ **7-9 | Bad Reputation:** *The village guard checks you.* ● **What is your Alignment?**
♦ (-2): Take card Y020 and resolve it.
♦ **Otherwise:** *They must have mistaken you.*

♦ **10+ | Music:** *You listen to a street musician and try to clear your head.*

Then visit one of the following places:

♦ **Inn:** *Nothing beats a mug of mead, a hot meal, and the latest rumors.*
● Remove 2 and heal yourself completely.
● Remove 5 and resolve 1 -card.

♦ **Farm:** *The local farmers always need a helping hand.* ● Discard 6 Encounter Cards and receive 3 or 1 .

♦ **Blacksmith:** *Let's see what he has to offer.*
● Repair .
● Draw 3 items for the blacksmith's stock. Buy items from the stock and/or sell your own items.

The Encounter Cards

1. Card Number: Here you will find the card number (Bxx or Xxx), the Landscape Identifier (letter) and the name of the landscape.

2. Fate Number: The fate number is used as the roll of a 6-sided dice for checks. The top card of the Encounter Deck is drawn, and this number is checked. The values 3-6 are again highlighted in a specific color and thus indicate critical hits in combat.

3. Random Encounters: Random Encounters are random events that the character can experience during their journey. These can have positive or negative effects.

4. Landscape Encounters: Some Encounter Cards have Landscape Encounters below the Random Encounters, separated by a line. These are resolved after the Location Encounters, and they are optional.

5. Item: The items are shown here. They have a name, a rarity (▲/♦/★), production costs, a purchase ( ) and sale price ( ), status values, a weight ( ) and it is indicated whether it is a melee ( ) or ranged ( ) weapon, including its attack rate.

6. Market Prices: If you visit a merchant town ( ), you place the topmost Encounter Card under the corresponding Region Card and thus determine the current buying and selling price of the goods offered there.

2
Grimm
1
2
A
2
World
2

4
Broken Items
Bag
60
2
5
3
Goods
Thalers & Items
5
6
Y035
Goods
6

Back of the Encounter Cards

1. Landscape Identifier: The letter is the Landscape Identifier of the card.

2. goods: The 4 types of goods in the game (Provisions, Wood, Ore and Magic Essence) are shown here. Whenever the character receives a good, the top card of the Encounter Deck is drawn and placed under the Storage Card, rotated accordingly.

The Storage Cards

3. Storage Capacity: No more goods, (whole or broken) items and thalers () can be packed into the bag than indicated here. If the player receives more than the storage capacity allows, the excess goods, items or thalers be discarded.

4. Broken Items: Broken items are placed above the Storage Card. If the item is repaired by a blacksmith, it is either equipped directly or placed on the right-hand side of the Storage Card.

5. Thalers & Items: The (whole) items that the character owns and has not currently equipped are placed under the right-hand side of the Storage Card. The Money Cards are also placed here and show the current possession.

6. Goods: Goods owned by the character are placed on the left and below the Storage Card. Provisions and magic essence are placed under the left side and wood and ore under the bottom side.